

# 13.11 stopAll.sh

[Go To Top](#)

[Return to Build and Run Scripts](#)

The stopAll.sh script should stop the running Phase 0 [Node](#) network in a controlled way. It should give Nodes an opportunity to publish Stopping and Stopped status where possible and should release runtime resources cleanly.

The script should:

1. Identify running Phase 0 Nodes and support services.
2. Send controlled stop requests where supported.
3. Allow Nodes time to perform controlled shutdown.
4. Stop remaining containers, processes, or services if controlled shutdown does not complete.
5. Report stopped Nodes and unresolved runtime [Artifacts](#).
6. Preserve logs and [Evidence](#).
7. Avoid deleting Evidence unless the user explicitly requests cleanup.
8. Return a non-zero exit code when required shutdown actions fail.

The script should distinguish stopping from cleanup. Stopping ends runtime execution. Cleanup removes temporary Artifacts. The team should document any cleanup script separately so that developers do not accidentally destroy logs or Evidence.

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